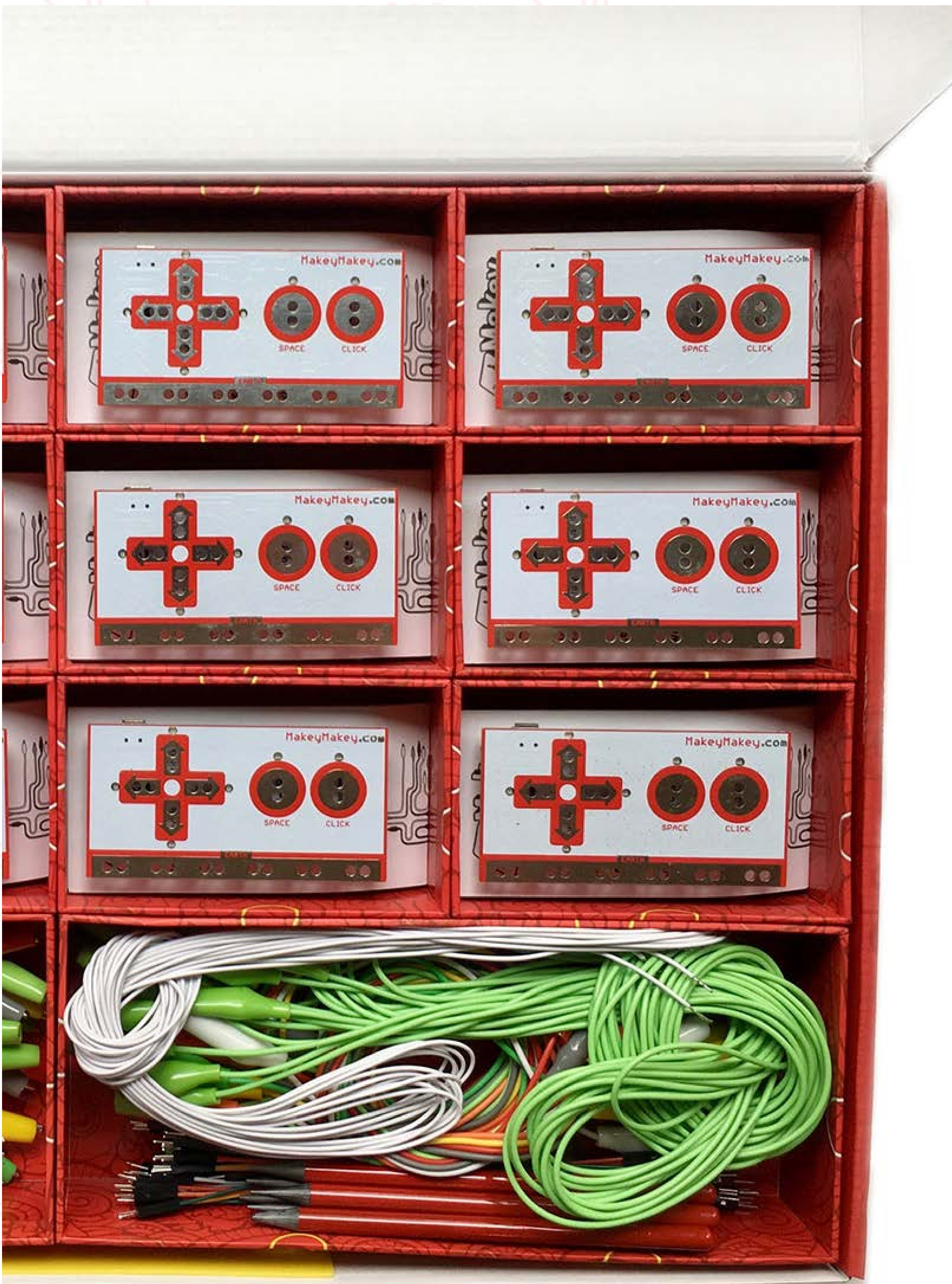




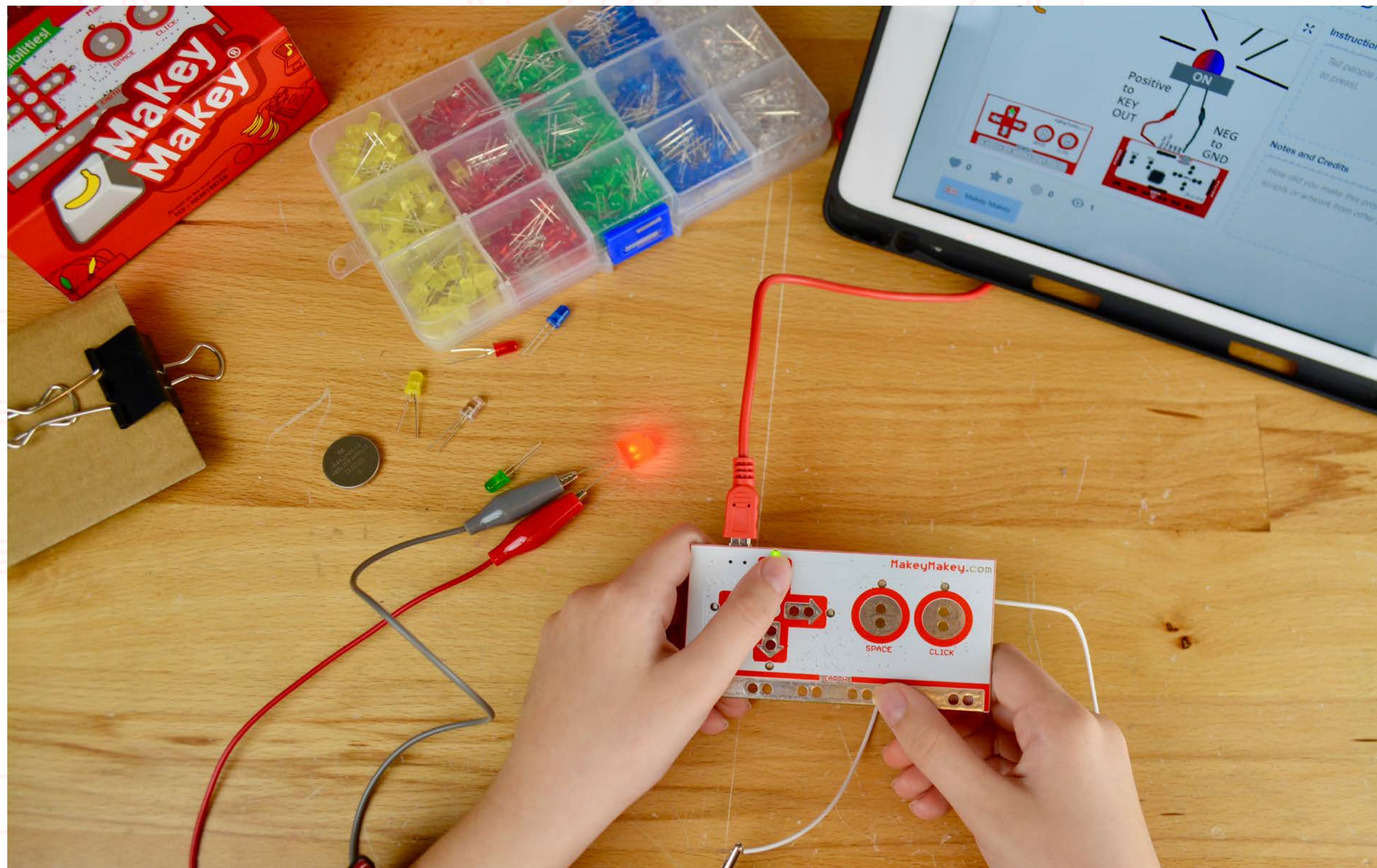
THE INVENTION KIT FOR THE 21st CENTURY



GETTING STARTED

with 

This school year is full of challenges, but Makey Makey® makes it easy to integrate STEM into your curriculum in ways that will be fun and engaging for students. Makey Makey can be used in any subject area to help students grasp new concepts through tangible, interactive, hands-on activities. We've developed beginner and intermediate courses to help teachers painlessly incorporate tech into their lessons.



WHAT IS MAKEY MAKEY?

Educators can connect Makey Makey to a banana, a pie tin...anything conductive, and the device will mimic a keyboard and mouse click, allowing users to control computer programs with those everyday items. Students will have lots of fun thinking of ways to build on and interact with the physical and digital worlds.

FEATURES

- Online curriculum support with 16 classes to help new users explore Makey Makey, build circuits and sensors, and code their inventions with Scratch and MakeCode.
- Flexible tool for STEM learning.
- Teach students the basics of coding and engineering.
- 100s of free project ideas at makeymakey.com/howto.
- Free Online Webinars for Teacher PD.

WHOM IS IT FOR?

- Elementary Teachers
- Secondary Teachers
- STEAM Coordinators
- Homeschool Pods
- Occupational Therapists
- Special Education Specialists

\$49.95

Makey Makey Classic

\$699.95

STEM Pack (Classroom Invention Literacy Kit)



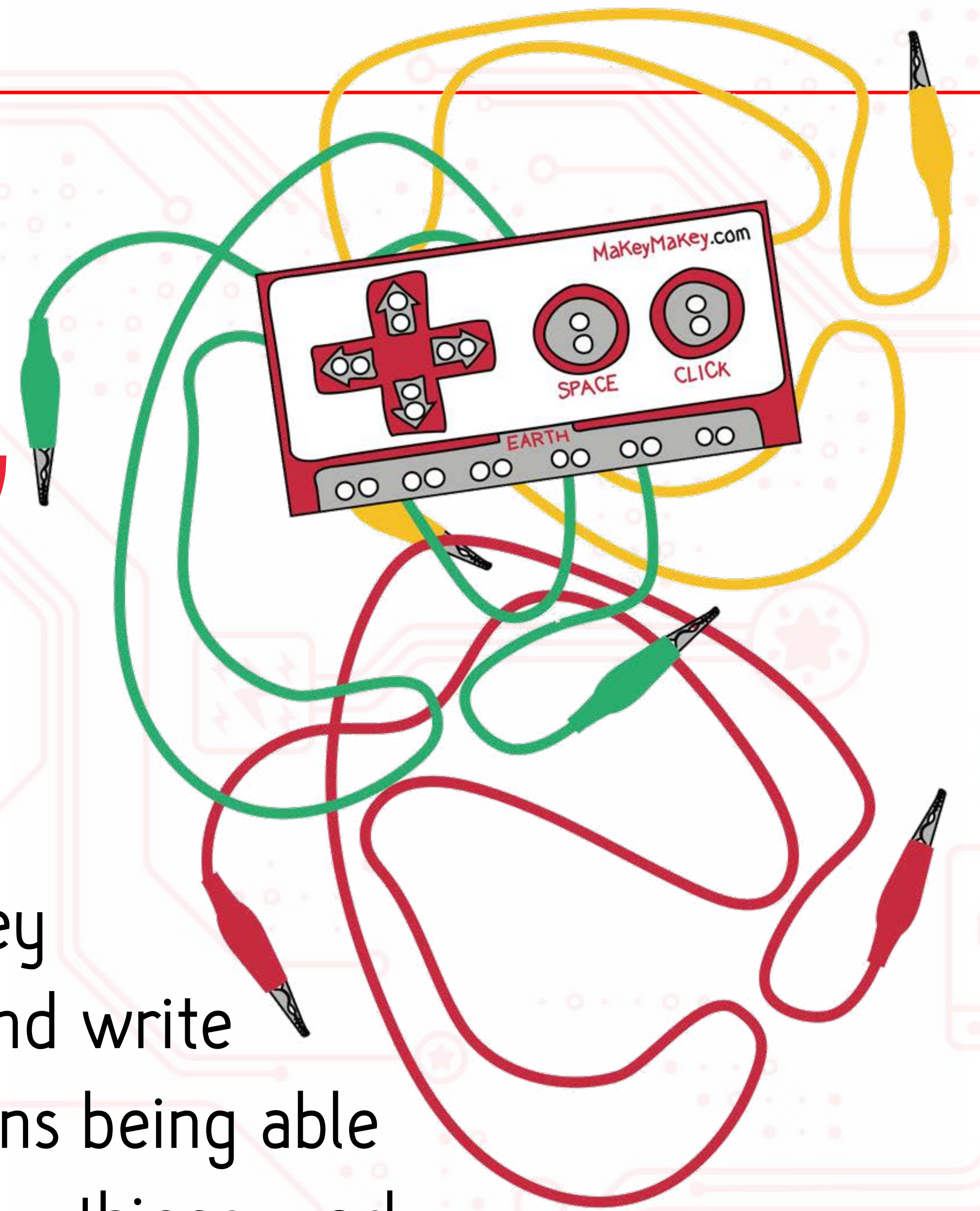
**THE
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INVENTION LITERACY

for the 21st Century

“Invention Literacy” – as coined by Makey Makey co-inventor Jay Silver – is the ability to read and write human-made stuff. Being invention literate means being able to look at the world around you, think about how things work, and imagine how they might work differently. When students put on the hat of an inventor, they can read the world in new ways and feel confident about how they could re-invent it.

Students can hone their invention literacy skills by researching, tinkering, and creating their own inventions.



BEGINNER MAKEY MAKEY COURSE



STEM activities created with kids in mind to encourage playful learning, tinkering, creativity, and invention for everyone at home.

[Get a Makey Makey for home](#)

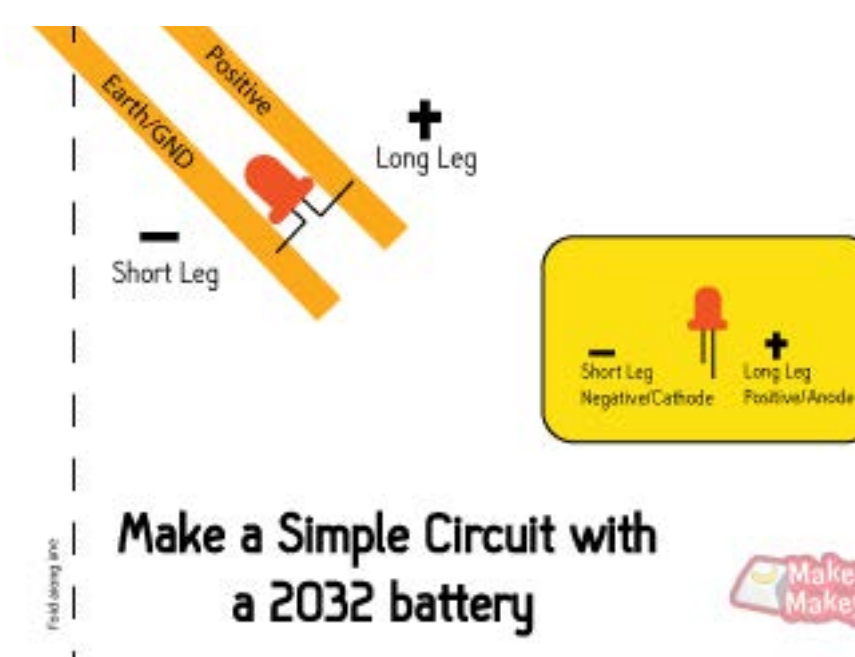
Class Description

Student Learning Link

Learning Objective

Class 1: Craft a Circuit

Learn how to hack a tea light to craft a simple paper circuit!

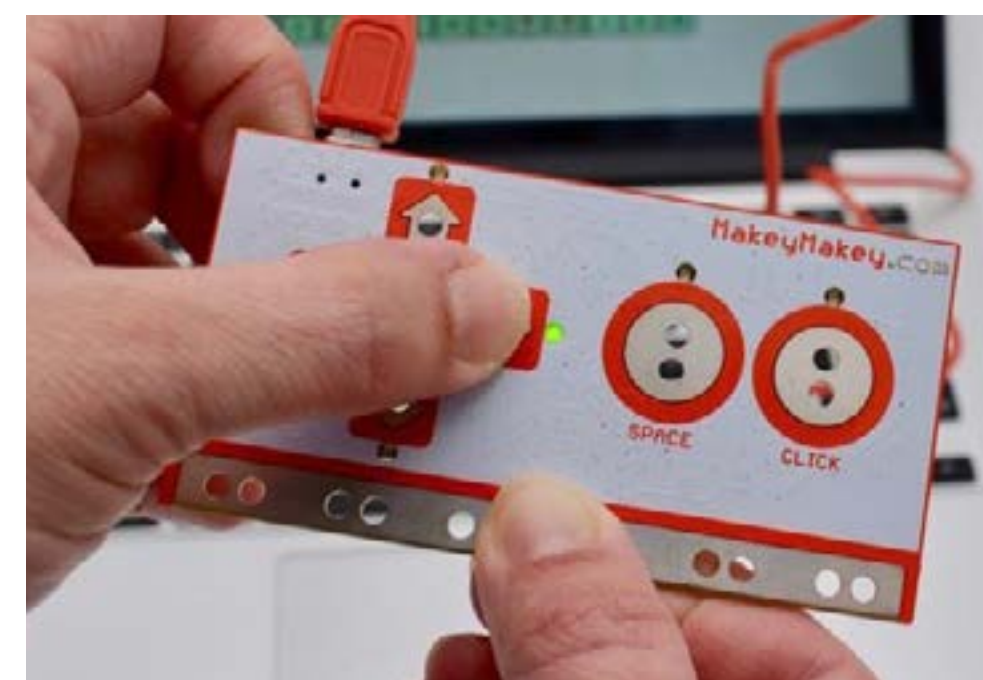


<https://makeymakey.com/blogs/how-to-instructions/lesson-one-simple-circuit>

Learn how things work by taking something apart and building your own circuit to light up an LED!

Class 2: Hands On!

Make a simple sketch of Makey Makey and build a human circuit.



<https://makeymakey.com/blogs/how-to-instructions/lesson-two-hands-on-a-makey-makey>

Understand how Makey Makey works, so you can start building and coding your own inventions.

Class 3: What is Conductive?

Create a conductivity testing board so you can ideate materials for inventing!



<https://makeymakey.com/blogs/how-to-instructions/lesson-three-what-is-conductive>

Create a science experiment with things around your house. Make observations that energy can be transferred from place to place by electric currents.

Class 4: Draw an Instrument

Draw your own instrument, plug it in to various piano apps and play your drawing!



<https://makeymakey.com/blogs/how-to-instructions/lesson-four-draw-a-playable-instrument>


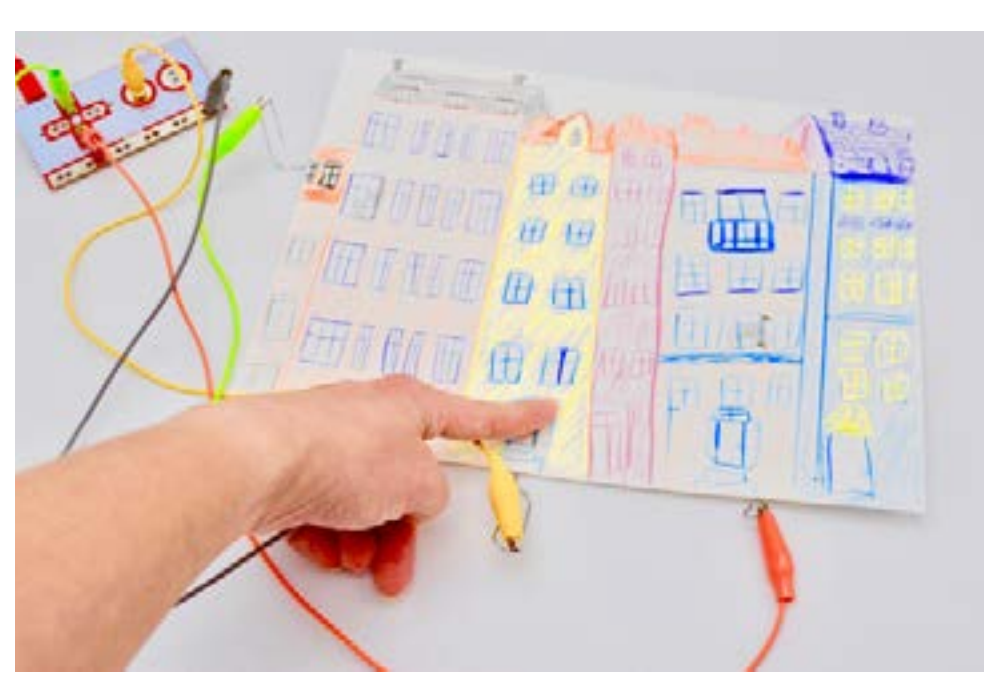
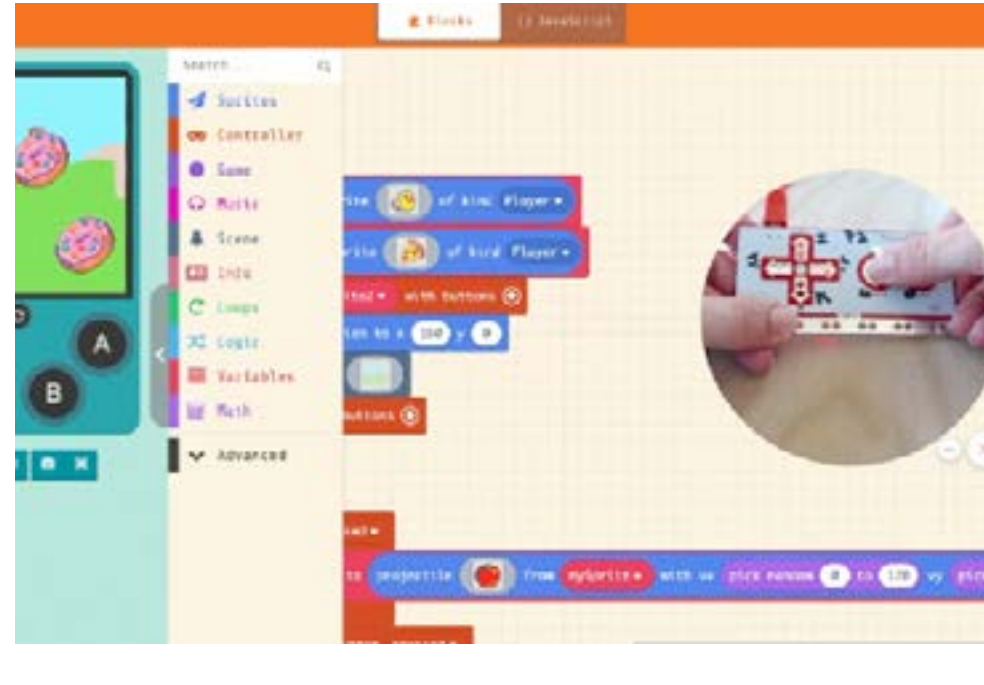
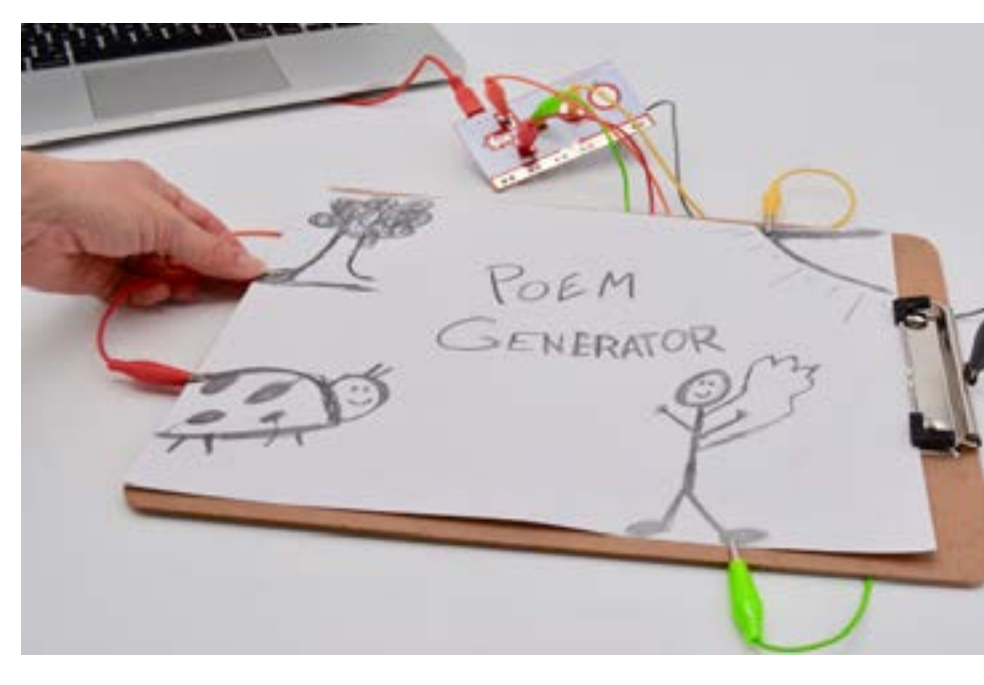
Create, design, and draw a basic circuit layout while learning to debug and problem solve.

BEGINNER MAKEY MAKEY COURSE



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	<h3>Class Description</h3>	<h3>Student Learning Link</h3>	<h3>Learning Objective</h3>
<h3>Class 5: Code Key Presses in Scratch</h3>	<p>Learn more Scratch and start coding projects to play with your Makey Makey.</p> 	<p>https://makeymakey.com/blogs/how-to-instructions/lesson-ve-code-your-key-presses-in-scratch</p>	<p>Develop plans that describe a program's sequence of events, and expected outcomes so you can make your own software to go with your Makey Makey.</p>
<h3>Class 6: Craft and Code Stories in Scratch</h3>	<p>Craft a city out of cardboard, or draw a city to make an interactive poster.</p> 	<p>https://makeymakey.com/blogs/how-to-instructions/lesson-six-interactive-story-city-diorama-or-poster</p>	<p>Use narrative techniques, to develop experiences and events in a coded project.</p>
<h3>Class 7: Code Two-Player MakeCode Arcade Game</h3>	<p>Learn to code Makey Makey games in MakeCode Arcade for two players!</p> 	<p>https://makeymakey.com/blogs/how-to-instructions/lesson-seven-code-key-presses-with-makecode-arcade</p>	<p>Learn to remap Makey Makey and use MakeCode Arcade to code games for two players.</p>
<h3>Class 8: Draw and Code a Poem Generator</h3>	<p>Delve a little further into coding to craft and tinker with literacy.</p> 	<p>https://makeymakey.com/blogs/how-to-instructions/lesson-eight-draw-and-code-a-poem-generator</p>	<p>Use lyrical words and phrases and sensory language to create poetic experiences.</p>

INTERMEDIATE MAKER COURSE



STEM activities created with kids in mind to encourage hands-on learning, tinkering, creativity, and physical computing.

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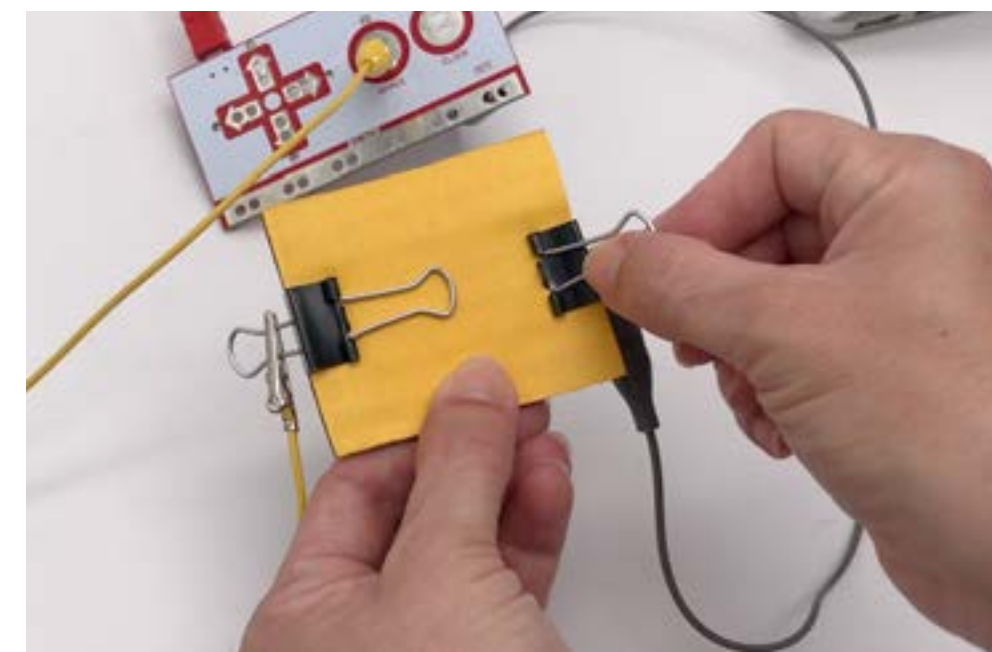
Class Description

Student Learning Link

Learning Objective

Class 1: Designing Switches and Sensors

Design momentary and non-momentary sensors to work with future projects.



<https://makeymakey.com/blogs/how-to-instructions/lesson-eight-crafting-and-designing-switches>

Tinker with everyday materials to design and test a device that can complete a circuit. Investigate electrical engineering concepts.

Class 2: Hack a Toy!

Hack a plushie with momentary switches to create a body systems toy!

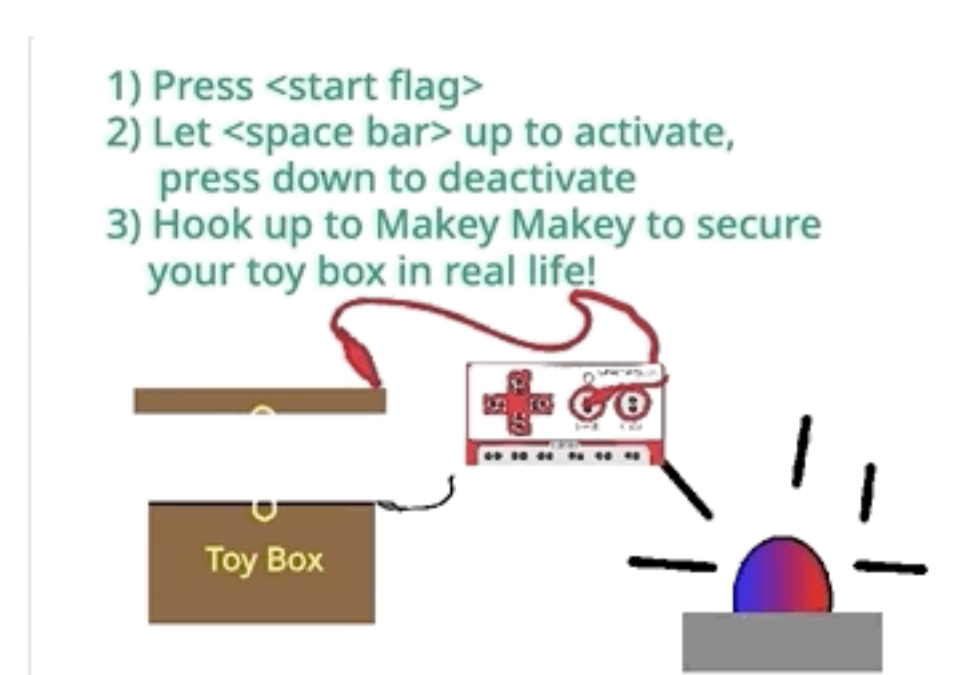


<https://makeymakey.com/blogs/how-to-instructions/maker-class-lesson-two-hack-a-toy>

Understand how bodies work and design a toy to assist others in learning about body systems.

Class 3: Designing Alarm Systems

Design an alarm system to work with momentary and non-momentary switches.

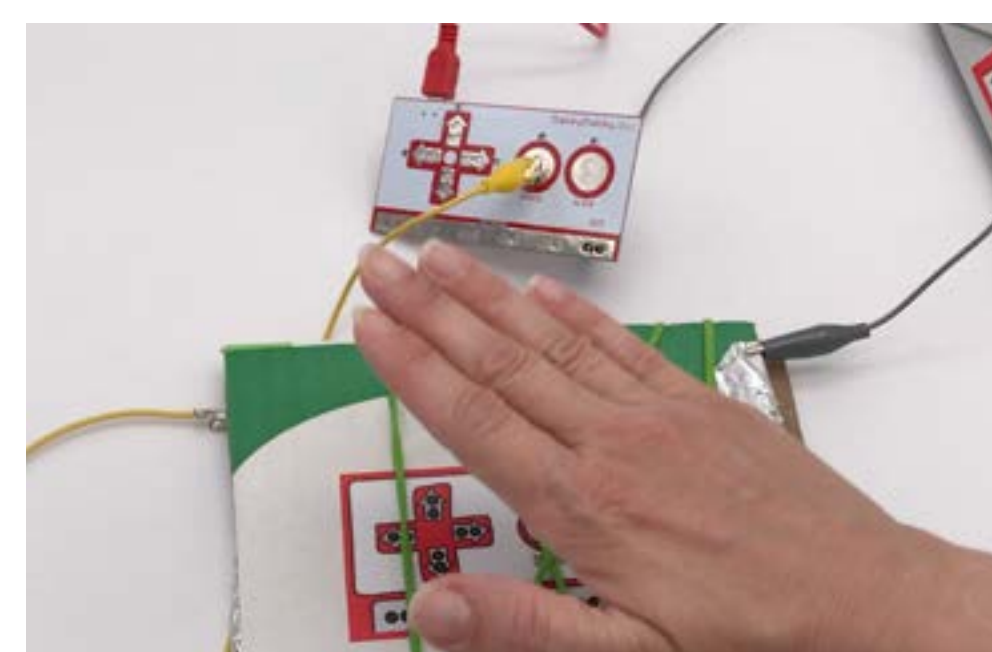


<https://makeymakey.com/blogs/how-to-instructions/maker-class-lesson-three-alarms>

Design creative solutions for unique problems and understand the importance of cause-and-effect while designing alarms.

Class 4: Crafting Tilt Sensors

Tinker with movement and learn how movement can close a switch.



<https://makeymakey.com/blogs/how-to-instructions/maker-class-lesson-four-recyclable-tilt-sensors>

Understand how a tilt sensor works then build and debug a unique tilt sensor design out of recyclable materials.

INTERMEDIATE MAKER COURSE

STEM activities created with kids in mind to encourage hands-on learning, tinkering, creativity, and physical computing.



[Get a Makey Makey for home](#)

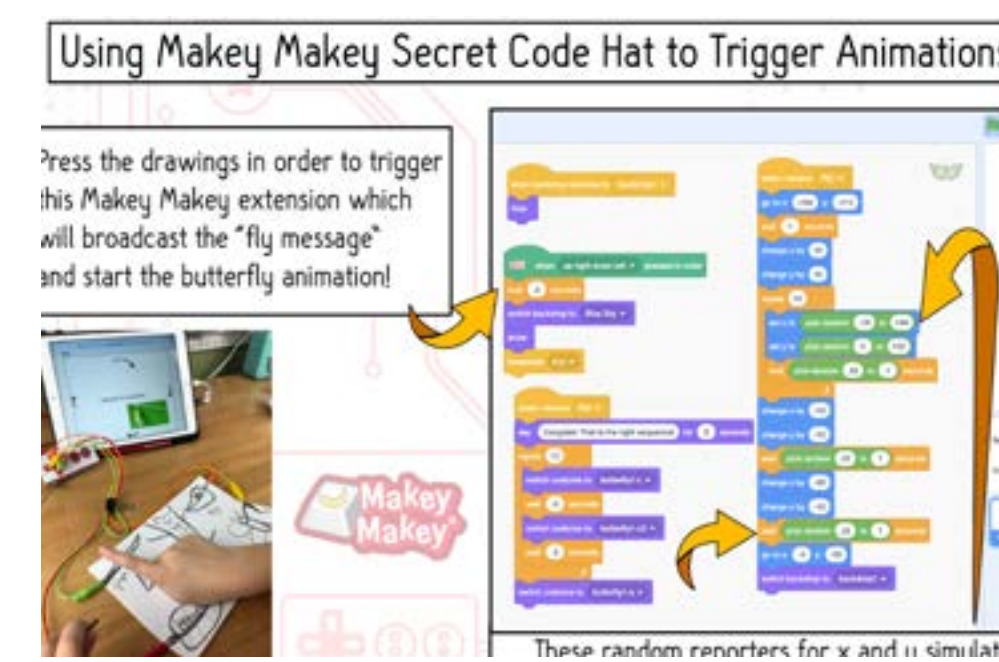
Class Description

Student Learning Link

Learning Objective

Class 5: Life Cycle Project

Use order and sequence to code special effects in Scratch!



<https://makeymakey.com/blogs/how-to-instructions/maker-class-lesson-ve-secret-codes-and-coding-a-makey-makey-life-cycle-project>

Understand the life cycle and code a life cycle project. Use coding concepts to design animations.

Class 6: Sequencing Music and Secret Codes

Craft a cardboard synthesizer and code secret sequences for custom animations.

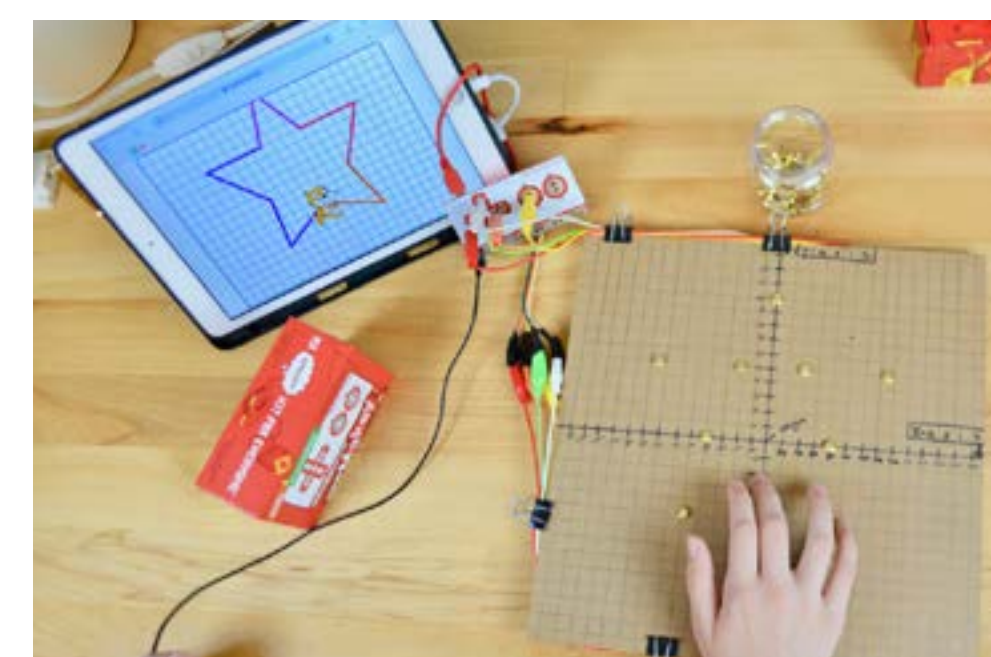


<https://makeymakey.com/blogs/how-to-instructions/advanced-sequencing-and-secret-code-projects-code-this-close-encounters-secret-code-music>

Use cardboard techniques and implement conductive touch pads to create a musical instrument.

Class 7: Pixel Art Finger Paint

Combine conductive touch points on a coordinate plane and code pixel art Finger paint in Scratch!

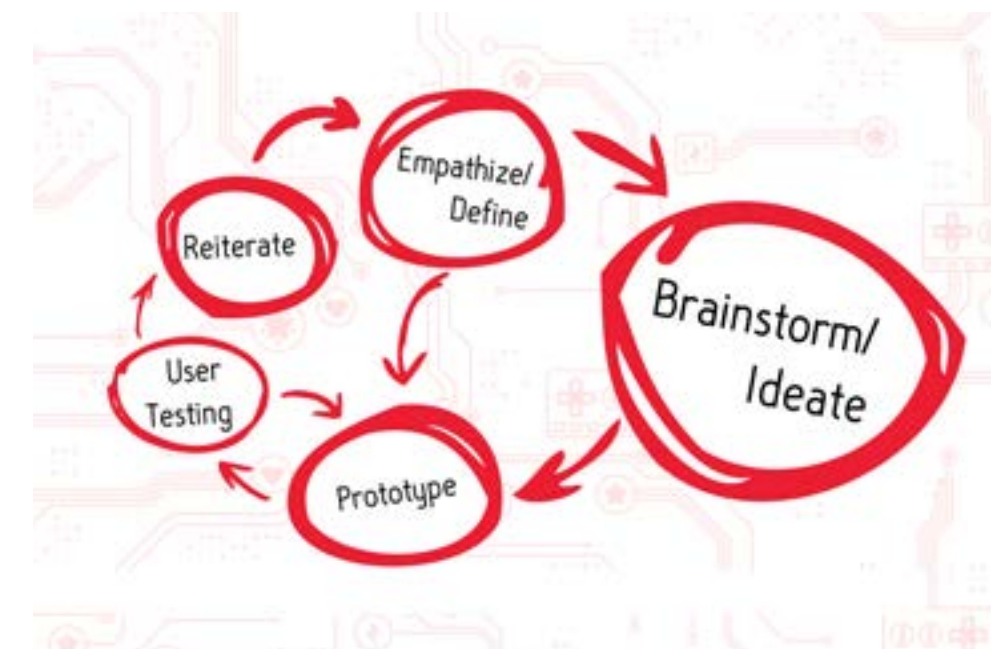


<https://makeymakey.com/blogs/how-to-instructions/maker-class-lesson-four-pixel-art-fingerpaint>

Understand how to plot points on a coordinate plane both physically and virtually. Then combine this technique to make physical computing pixel paint!

Class 8: Invention Challenge

Use the design cycle to invent a tactile math or literacy game to help someone else learn.



<https://makeymakey.com/blogs/how-to-instructions/maker-class-eight-math-literacy-game-design-thinking-challenge>

Understand the engineering process and design a wide range of solutions for unique user problems.